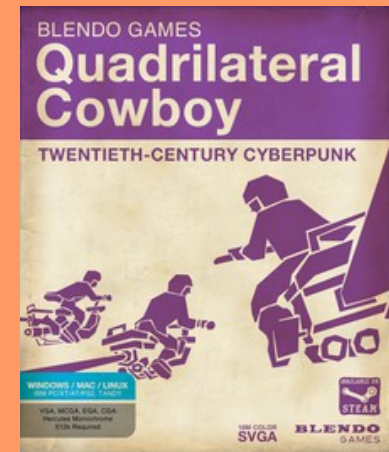
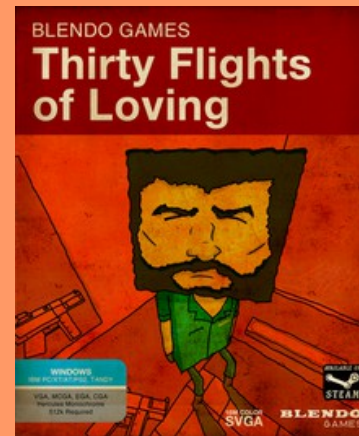
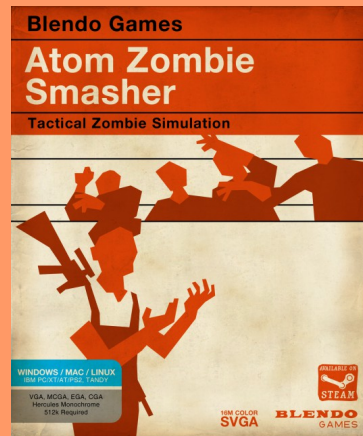
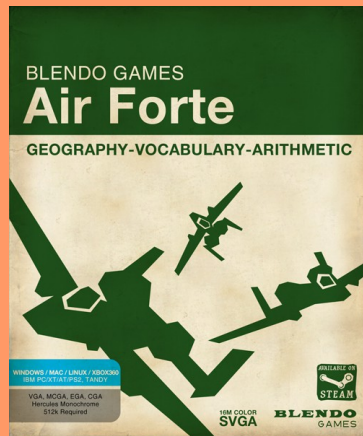
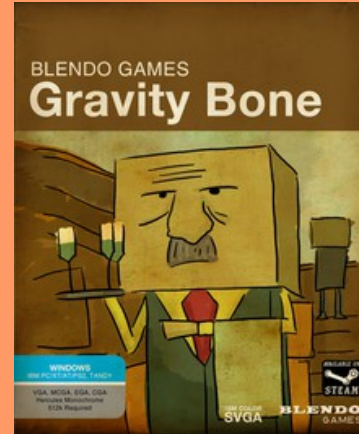
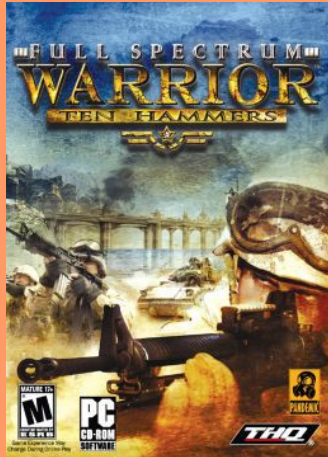
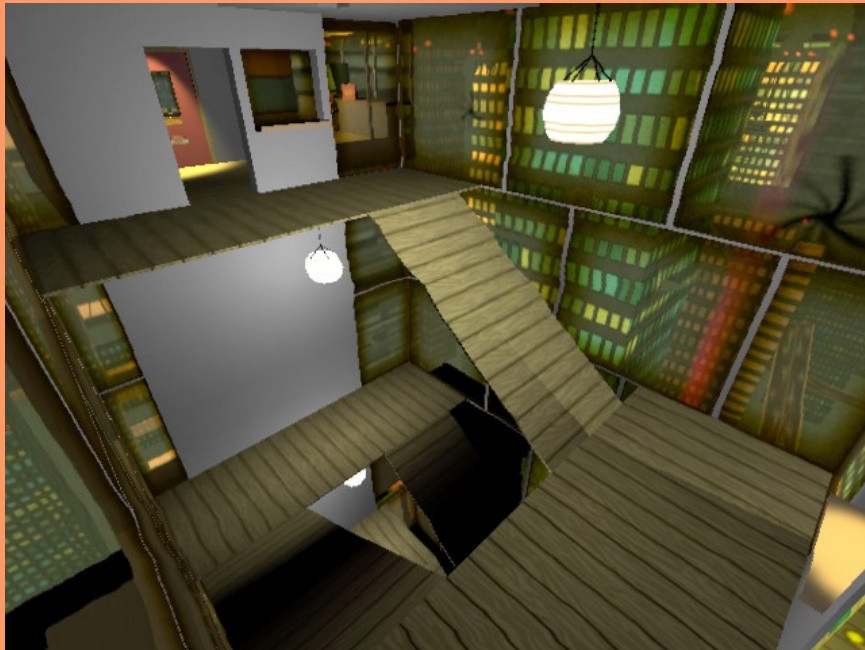


# **Wayfinding and Storytelling Techniques**

**Brendon Chung**  
**BLENDO GAMES**

Hi, I'm Brendon

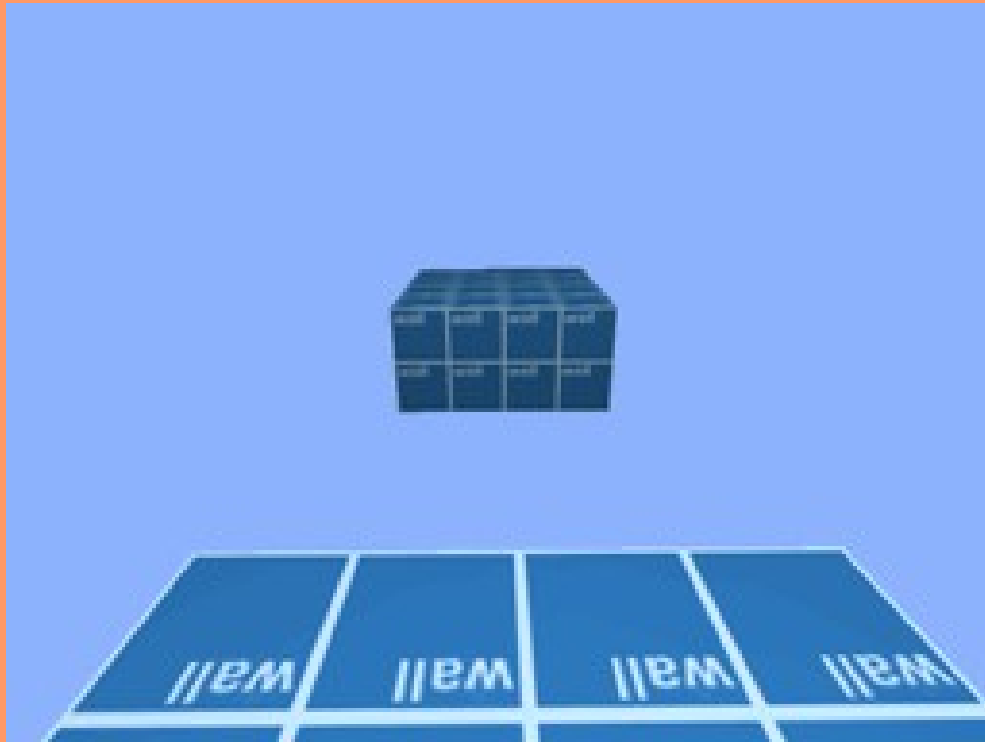




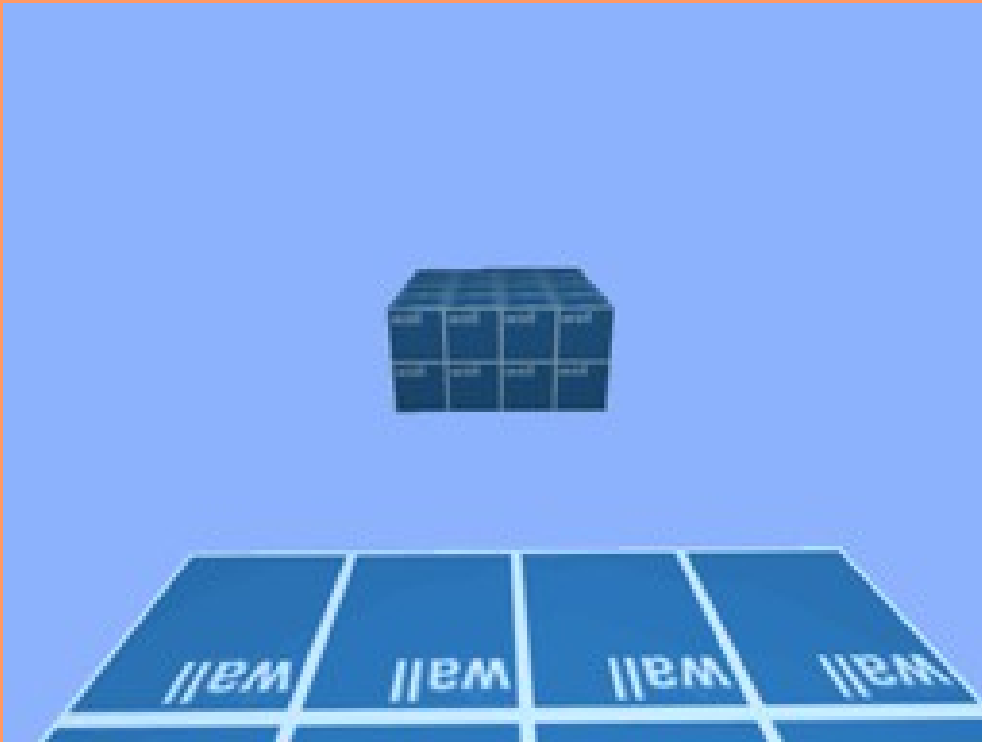
- Player navigation
- Level readability
- Storytelling







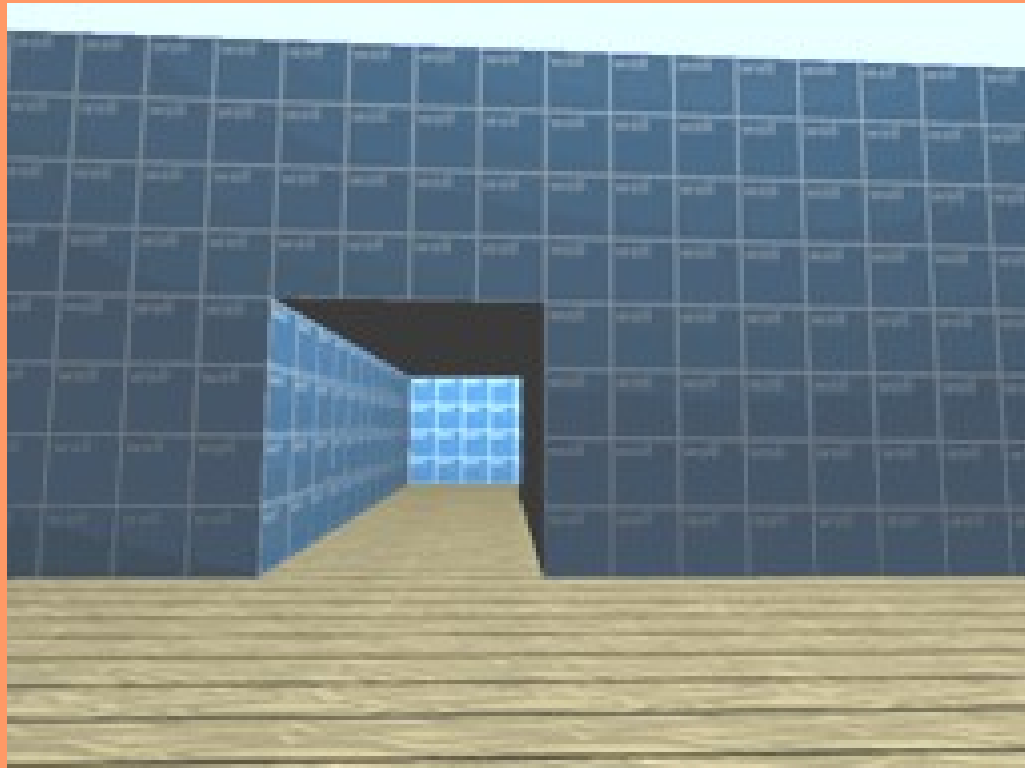
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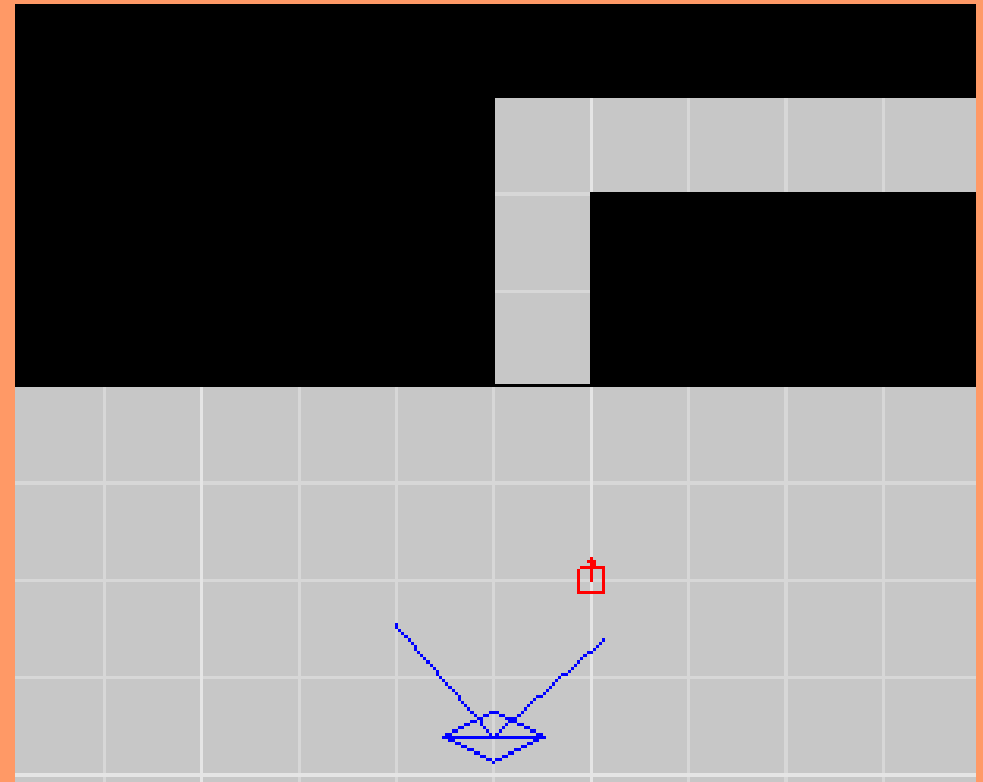
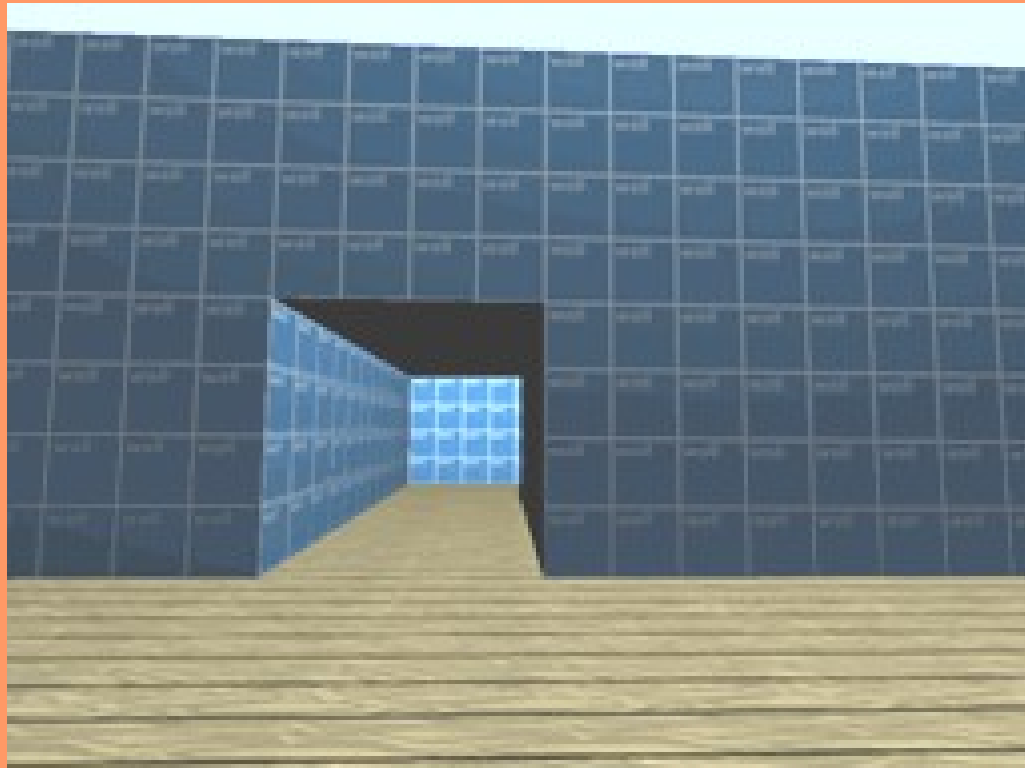


First-person.



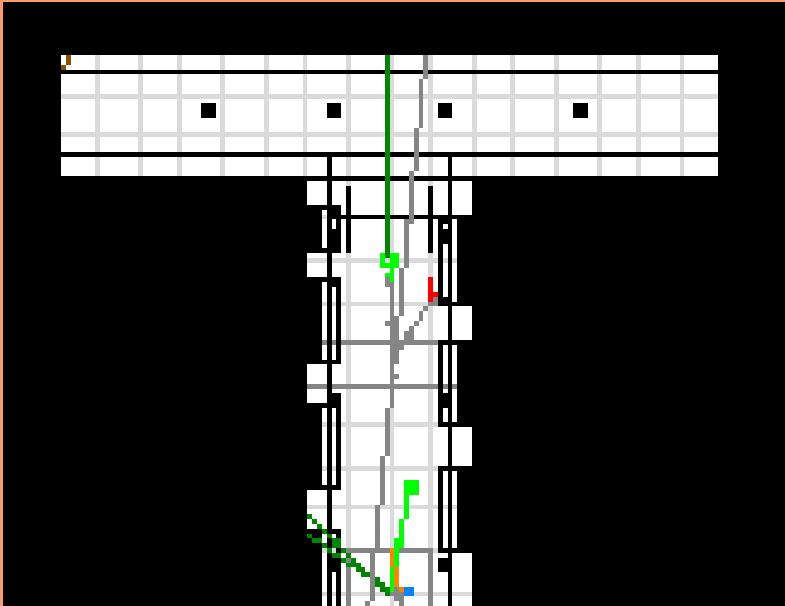
Side view.

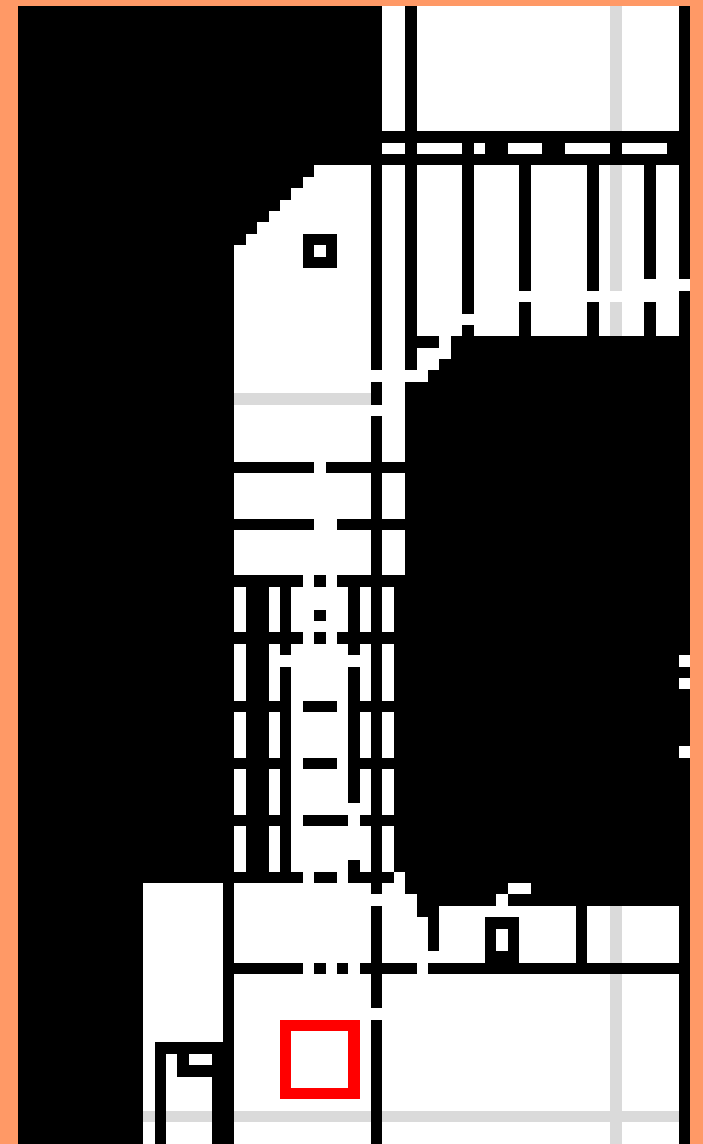






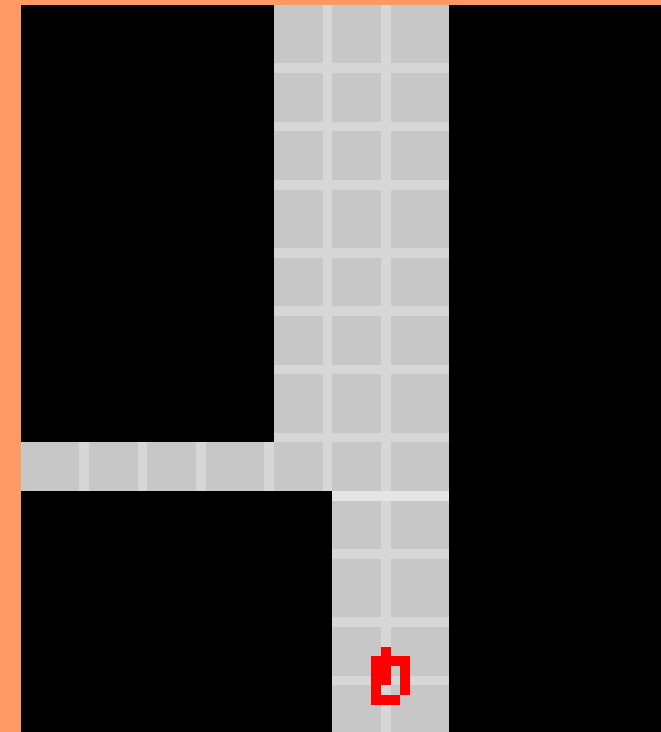






Thirty Flights of Loving  
(Blendo Games, 2012)









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Tools

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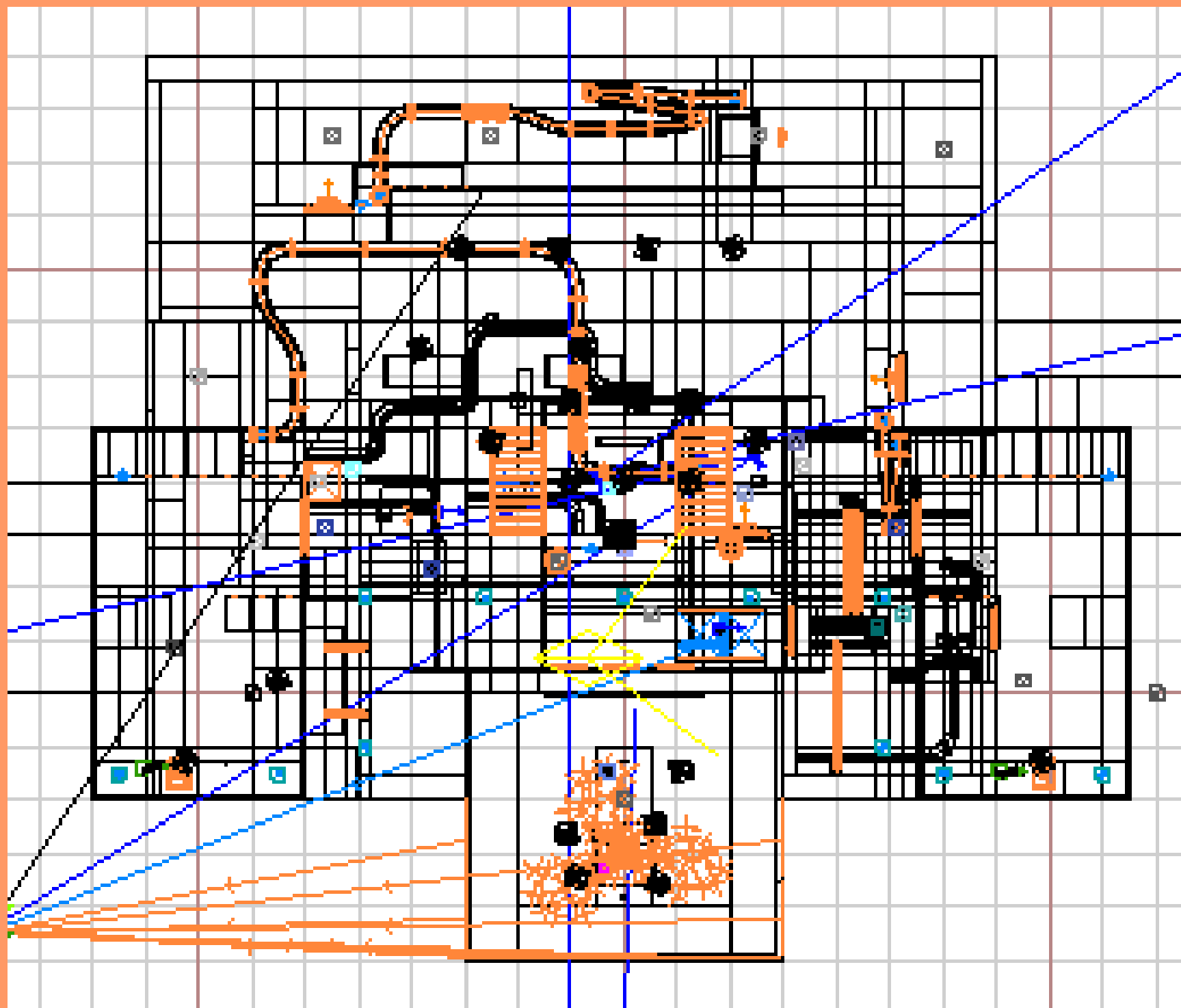
[Special pages](#)

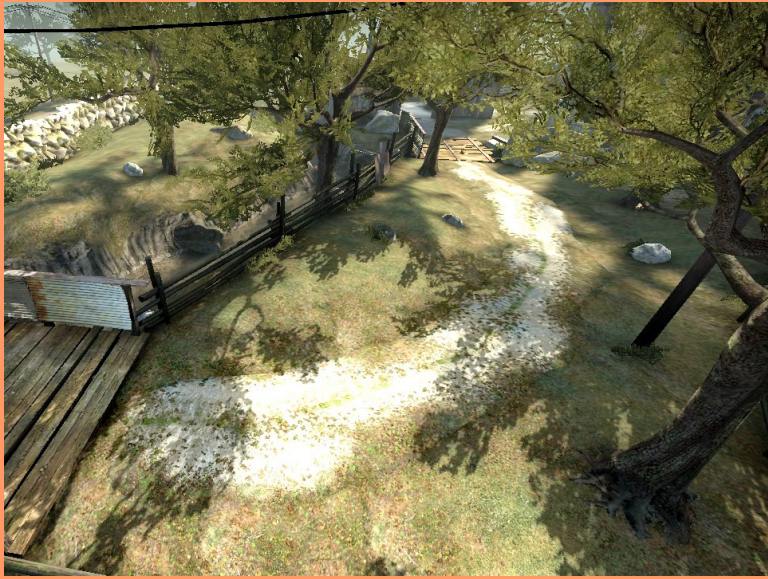
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## Standard sizes

Type	Units
Crouch ceiling	40 units
Standing ceiling	76 units
Maximum clamber height	184 units
Reasonable ceiling height	128 units
Thin wall	8 units thick
Reasonable wall	16 units thick
Floor	16 units minimum
Step size height	16 units maximum
Reasonable hallway	128 units wide
Table	48 units high
Railing	48 units high
Door	56 units wide 104 units high 4 units deep





Pathways

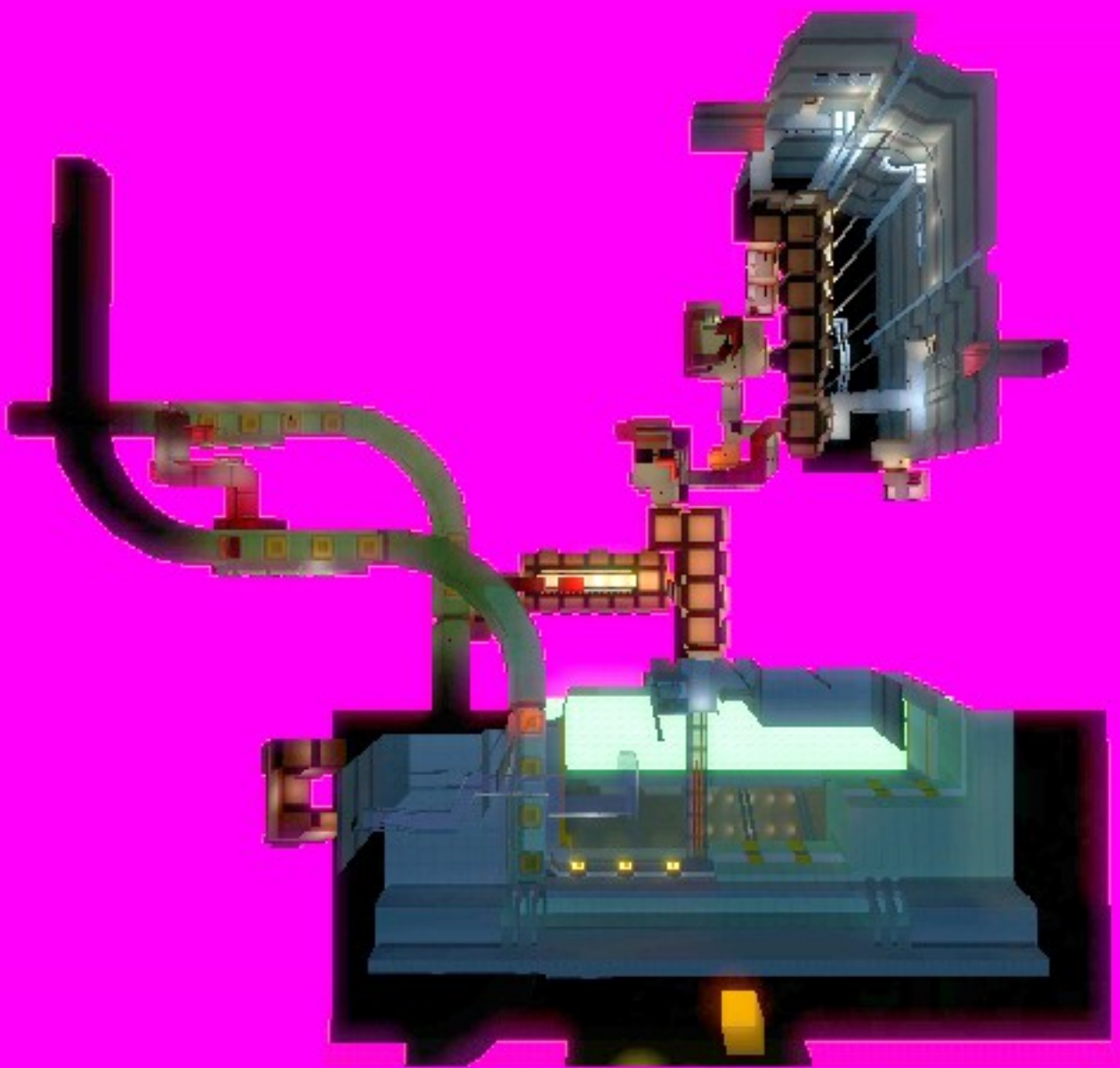


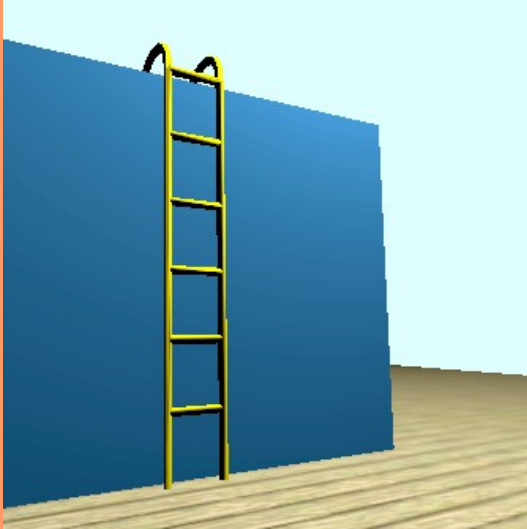
Rooms



Doors







Ladder

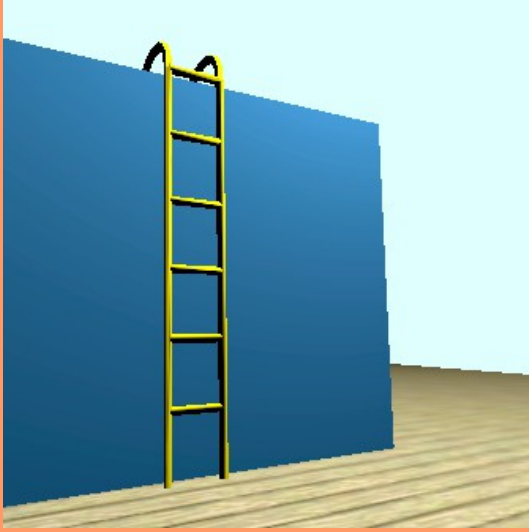


Button

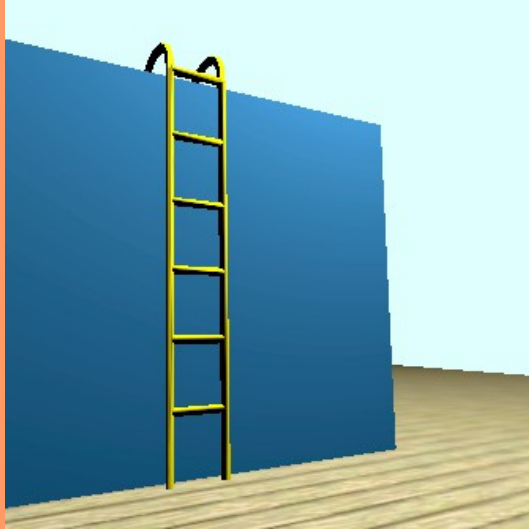


Pathways  
(stairs,  
hallways,  
doorways,  
etc.)





Ladder



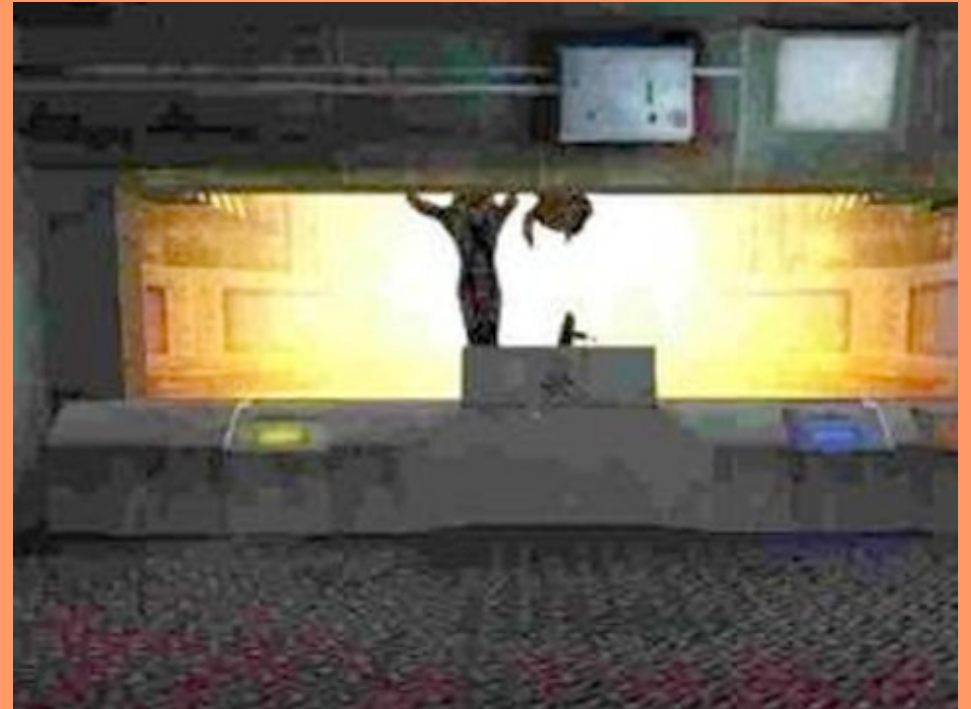
Ladder



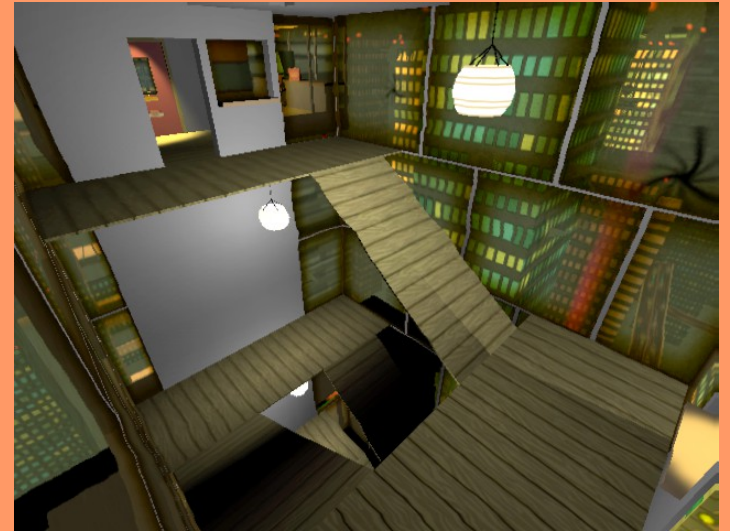
F.E.A.R.  
(Monolith, 2005)



Button



Half-life  
(Valve, 1998)



Pathways  
(stairs,  
hallways,  
doorways,  
etc.)



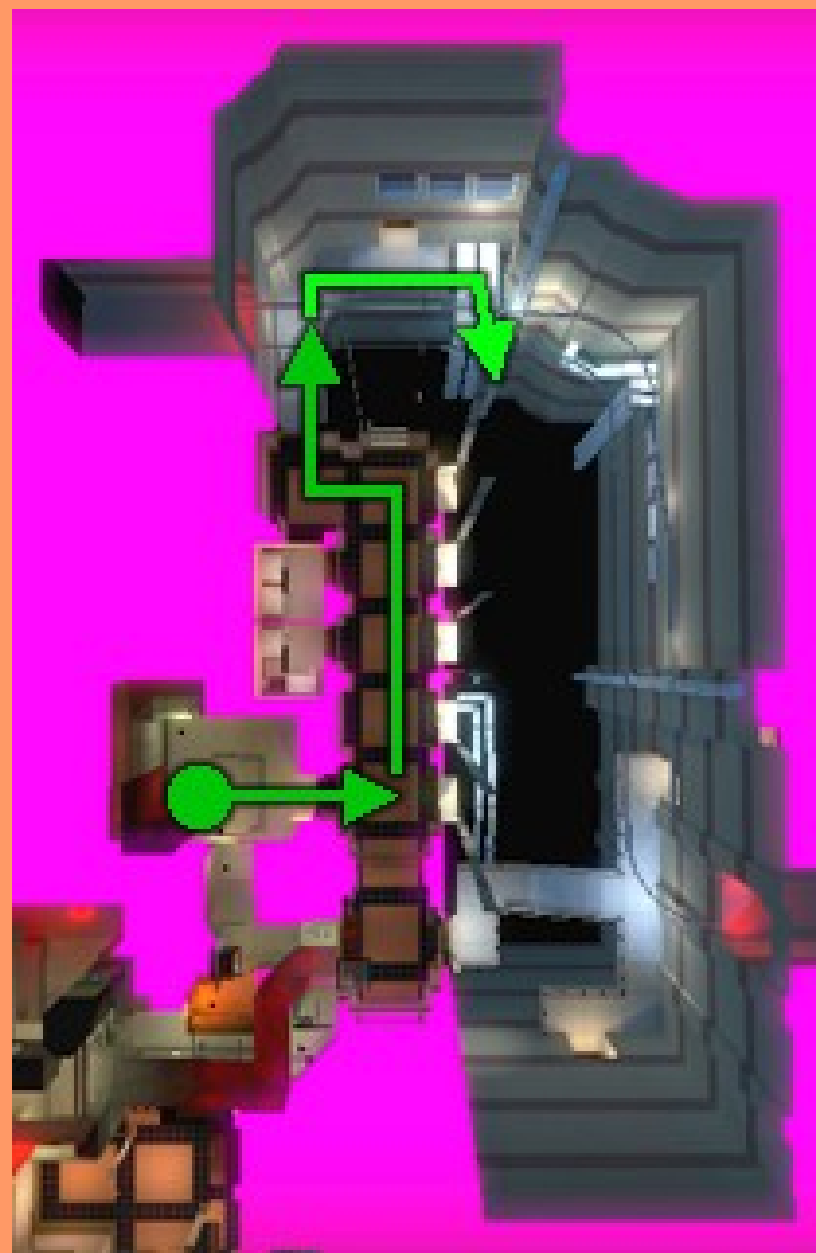
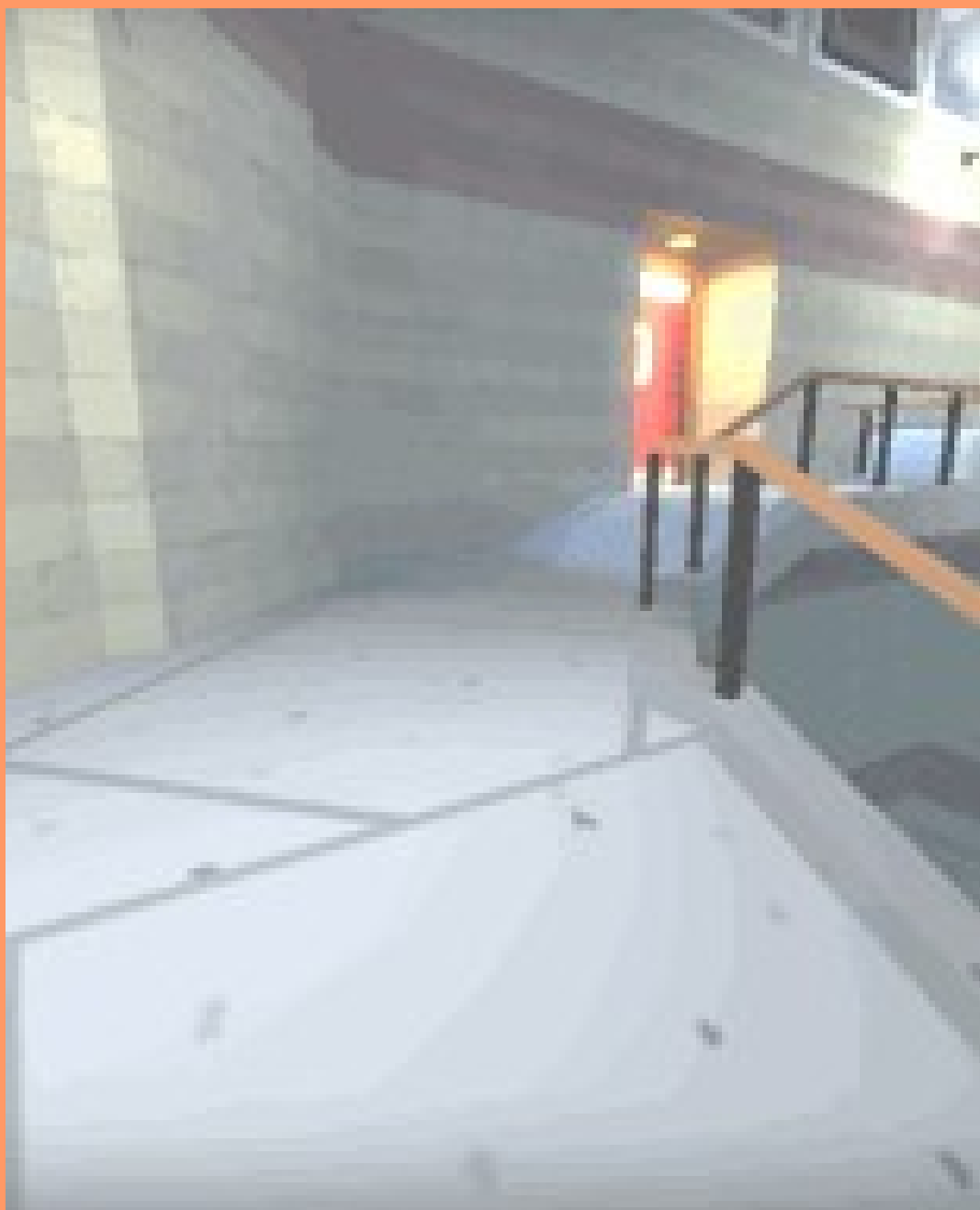


# Bioshock Infinite (Irrational, 2013)



Gravity Bone  
(Blendo Games, 2008)







Die Hard  
(1988)

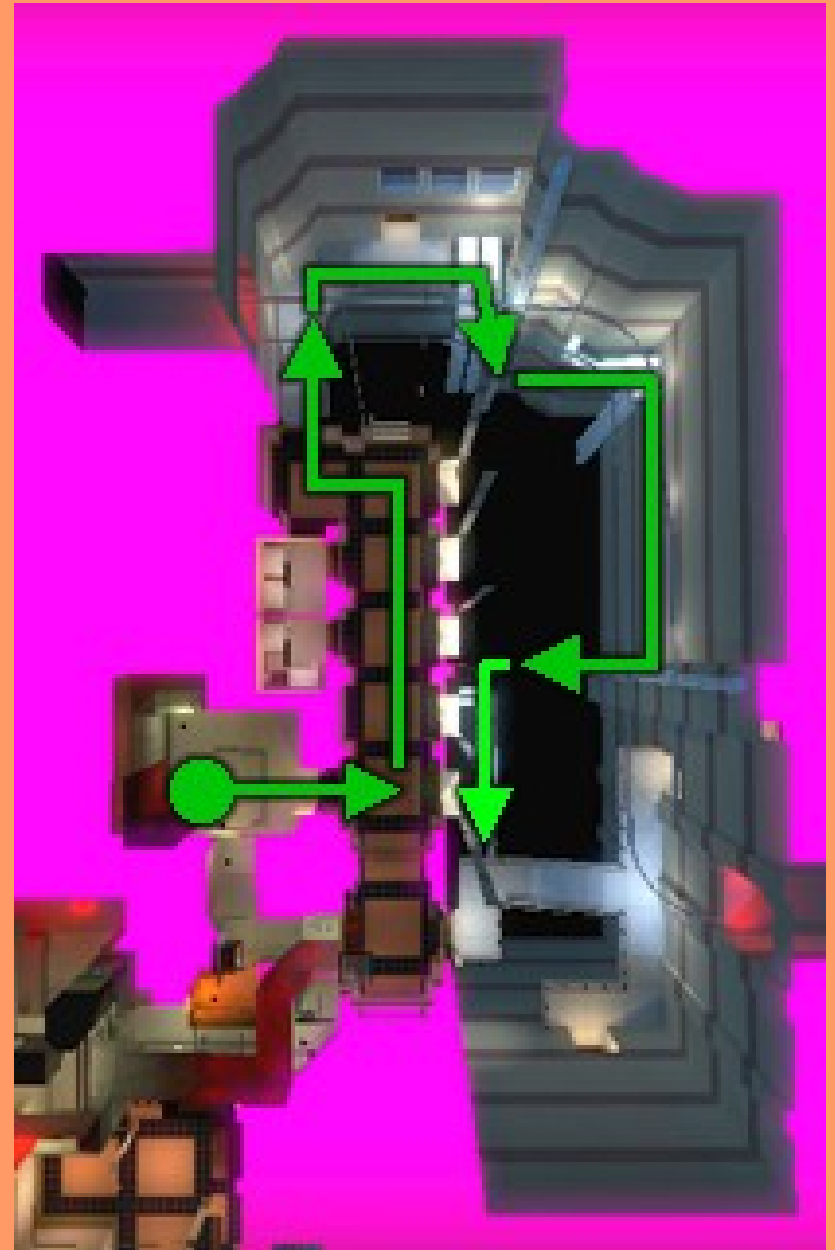
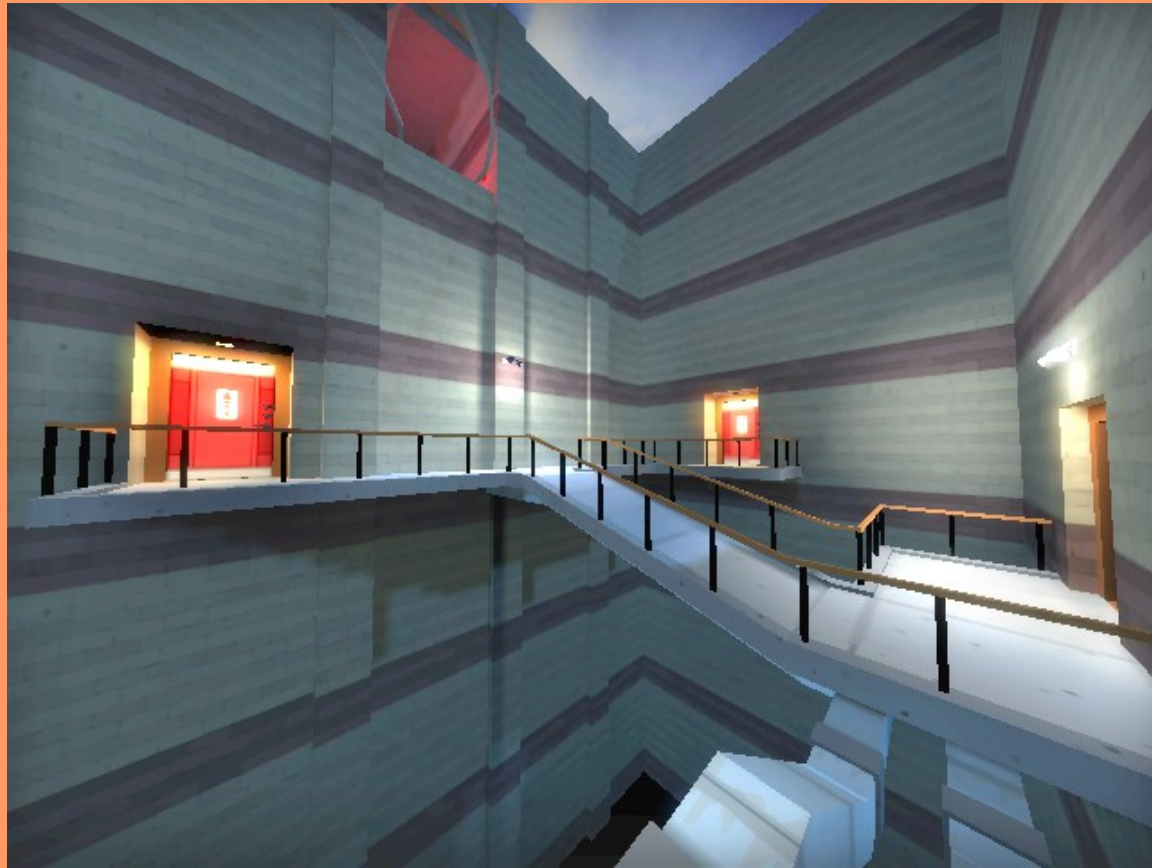




Die Hard  
(1988)

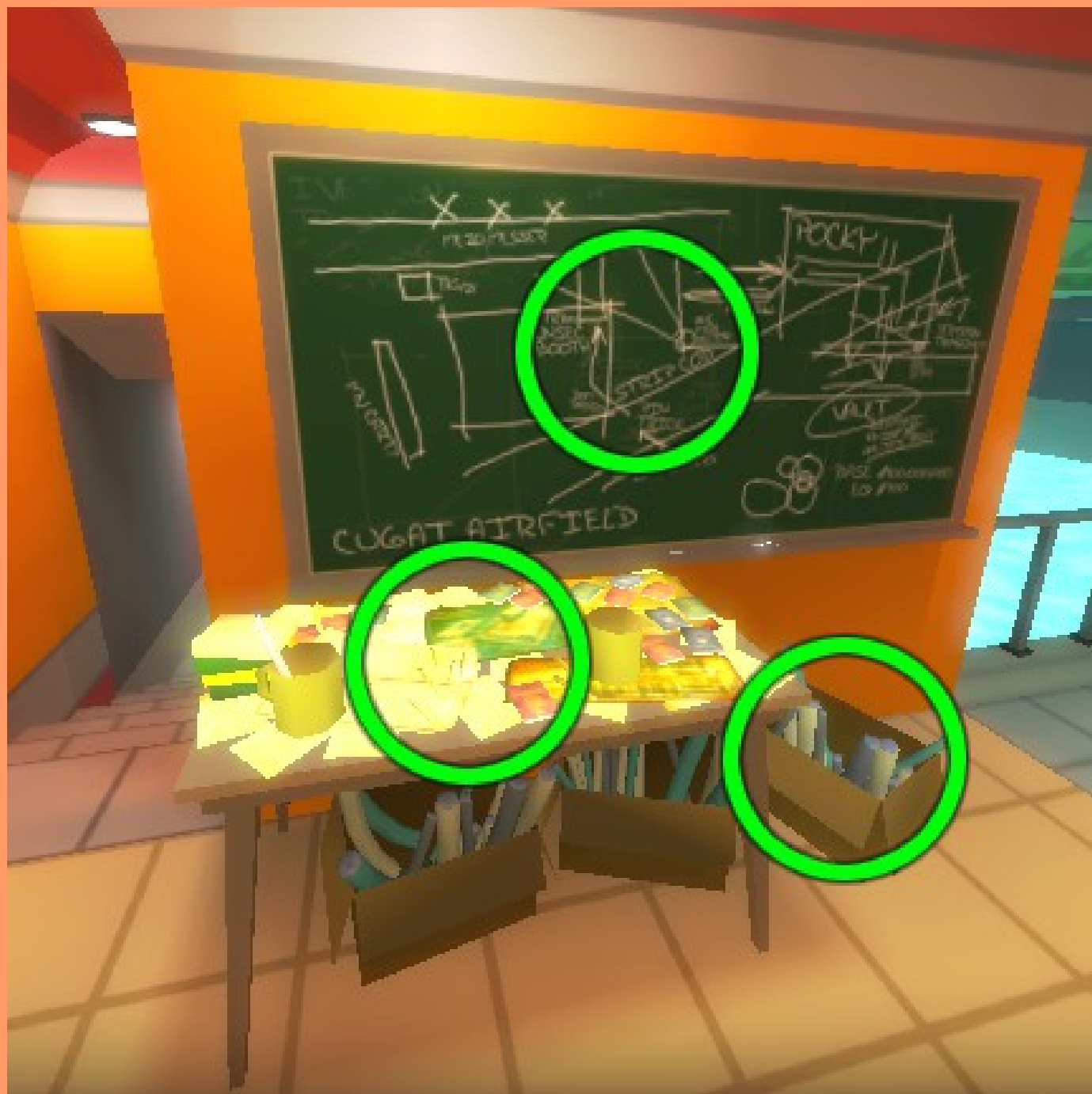




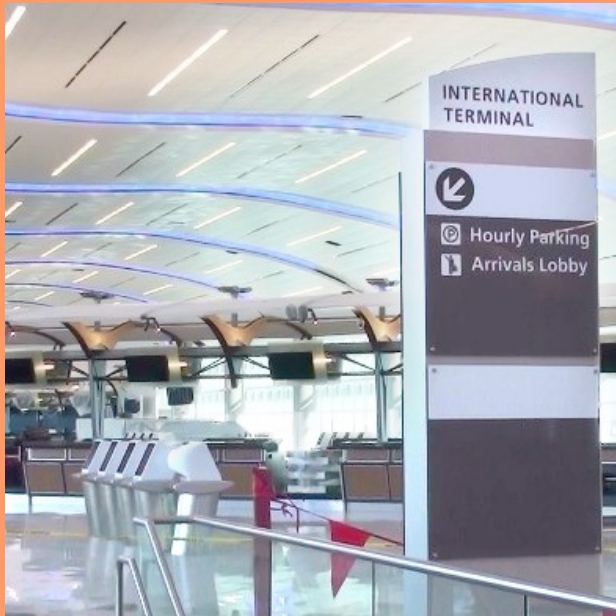












**THANKS!**

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